

## ABSTRAK

**Yohannes Parulian Gultom, NIM 7203144018, Pengaruh Disiplin Dan Lingkungan Belajar Terhadap Hasil Belajar Siswa Pada Elemen Sistem Informasi Dan Komunikasi Organisasi Di SMK Negeri 1 Medan T.A 2023/2024.**

Penelitian ini bertujuan untuk menguji dan menganalisis pengaruh disiplin dan lingkungan belajar terhadap hasil belajar siswa pada elemen sistem informasi dan komunikasi organisasi di SMK Negeri 1 Medan. Jenis penelitian *ex post facto* dengan pendekatan kuantitatif. Populasi dalam penelitian ini sebanyak 139 orang dan teknik pengambilan sampel yang digunakan adalah *random sampling* dengan jumlah sampel sebanyak 58 orang. Metode pengumpulan data yang digunakan adalah observasi, kuesioner dan dokumentasi. Angket penelitian terlebih dahulu diuji validitas menggunakan rumus korelasi *Product Moment* dan reliabilitas menggunakan *Cronbach Alpha*. Teknik analisi data yang digunakan adalah Uji Regresi Linear Berganda, Uji Hipotesis Parsial (Uji-t), Uji Simultan (Uji-f) dan Uji Koefisien Determinasi ( $R^2$ ). Hasil Uji-t menunjukkan bahwa disiplin berpengaruh signifikan dengan perolehan Nilai  $t_{hitung}$  disiplin belajar sebesar  $2.109 > \text{nilai } t_{tabel}$  sebesar 2.004 atau nilai signifikansi sebesar  $0.040 < \alpha (0.05)$ . Lingkungan belajar berpengaruh signifikan dengan Nilai  $t_{hitung}$  lingkungan belajar sebesar  $2.036 > \text{nilai } t_{tabel}$  sebesar 2.004 atau nilai signifikansi sebesar  $0.047 < \alpha (0.05)$ . Kemudian hasil Uji-f Nilai  $F_{hitung}$  disiplin belajar dan lingkungan belajar sebesar  $9.188 > \text{nilai } F_{tabel}$  sebesar 3.160 atau nilai signifikansi sebesar  $0.000 < \alpha (0.05)$ . Kemudian untuk Koefisien Determinasi diperoleh R Square sebesar 0,250 atau 25%. Hal ini berarti hipotesis diterima bahwa terdapat pengaruh signifikan Disiplin Dan Lingkungan Belajar Terhadap Hasil Belajar Siswa Pada Elemen Sistem Informasi Dan Komunikasi Organisasi Di SMK 1 Medan T.A 2023/2024.

Kata Kunci : Disiplin, Lingkungan Belajar, Hasil Belajar

## ABSTRACT

**Yohannes Parulian Gultom, NIM 7203144018, The Influence of Discipline and Learning Environment on Students' Academic Achievement in the Organizational Information and Communication Systems Element at SMK Negeri 1 Medan, Academic Year 2023/2024.**

This study aims to investigate the impact of discipline and learning environment on students' academic achievement in the organizational information and communication systems element at SMK Negeri 1 Medan. This quantitative ex post facto research involves a population of 139 students, from which a sample of 58 was selected using random sampling. Data were collected through observation, questionnaires, and documentation. The questionnaire was validated using the Product Moment correlation formula and reliability tested with Cronbach's Alpha. Data were analyzed using Multiple Linear Regression, Partial Hypothesis Testing (t-test), Simultaneous Testing (f-test), and the Coefficient of Determination ( $R^2$ ). The t-test results show a significant effect of discipline on academic achievement, with a t-value of  $2.109 > t\text{-table value of } 2.004$  and a significance level of  $0.040 < \alpha (0.05)$ . Similarly, the learning environment has a significant effect, with a t-value of  $2.036 > t\text{-table value of } 2.004$  and a significance level of  $0.047 < \alpha (0.05)$ . The f-test results further confirm the combined effect of discipline and learning environment, with an F-value of  $9.188 > F\text{-table value of } 3.160$  and a significance level of  $0.000 < \alpha (0.05)$ . The Coefficient of Determination ( $R^2$ ) is 0.250 or 25%, indicating that 25% of the variance in academic achievement is explained by the discipline and learning environment. These findings confirm the hypothesis that discipline and the learning environment significantly influence students' academic achievement in the organizational information and communication systems element at SMK Negeri 1 Medan in the 2023/2024 academic year.

**Keywords:** Discipline, Learning Environment, Academic Achievement